



## TOURNAMENT AND JOUSTING HOMEBREW

**A** WARHORSE SNORTS AND PAWS THE GROUND. Astride it, a knight glistens in steel plate from head to toe, with a shield in his left hand and a lance in his right pointing up into the sky: ten feet of ash, tipped by a metal crown of blunted points.

A trumpet blares, and the rider spurs his mount to action, mirrored by an opponent at the far end of the lists. Silence, except for the thundering of hooves. The riders lower their lances, bringing the points to bear... and CRASH. One combatant lands only a glancing blow, while his opponent strikes true. The impact splits that lance asunder and throws the less skilled warrior from his saddle.

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### A JOUSTING TOURNAMENT

In a jousting match, two mounted warriors attempt to unhorse one another. If neither rider is unhorsed in the first round, known as a tilt, then the match may consist of two or more tilts, continuing until one of the riders loses their seats.

#### EQUIPMENT AND ENTRY REQUIREMENTS

In order to participate in a jousting tournament, entrants must possess: a horse, a shield, and a set of medium or heavy armour. A saddle is also highly recommended. Tournament lances, which are designed to be disposable and differ from standard combat lances, are supplied by the host of the event.

#### NOTE FOR DMs: TOURNAMENTS AND PARTIES

Jousting is intrinsically an activity geared toward martial characters. In any given party it is highly likely that there will be only one or two characters that might be suitable entrants to a tournament. Consequently, it is recommended that DMs consider what might engage the rest of the party while the jousting matches take place.



In addition to the material requirements, tournaments organized by the aristocracy are typically exclusive events, permitting only warriors of noble birth to enter.

## FORMS OF TOURNAMENT

A tournament will consist of series of matches between a number of participants and may take one of two forms:

### Knock-Out Competition

This is the most straightforward kind of tournament and has only one winner, the victor of the grand final.

To get to the final, participants must vanquish their foes in the preceding rounds: a semi-final, quarter-final, round-of-16, round-of-32 *etc.* depending on the total number of participants.

The treatment of a drawn match, in which both riders are unhorsed simultaneously, depends on the stage of the contest. If a draw occurs in the final, then the participants are considered joint winners and split the title and the prize. If a draw occurs in an earlier round then neither progresses to the next stage of the tournament, and the would be opponent at that stage is given a bye.

### Champion vs. Challengers (Winner Stays On)

In this tournament form, the host of the tournament has elected a champion or set of champions. Other participants may choose to challenge one of these champions for their position. The winner(s) of the tournament are the champions at the end of the event.

If a match is drawn, both the champion and challenger are considered to have lost. If there are other champions the tournament continues with one less champion, otherwise it ends.

The event will occur over a fixed number of matches.

#### NOTE FOR DMS: CHOOSING A TOURNAMENT FORM

A **knock out competition** gives your players the opportunity to test themselves against a series of progressively more challenging opponents.

Who they meet and how much renown they gain from participating will depend on how far they get; low level PCs might have to be very lucky to get past the second or even first match of a prestigious event. But even a single victory could be enough to make the effort well worthwhile.

**Champions** offer a way to introduce multiple different NPCs at the same time and gives participating player(s) more agency. They have the choice of both when to challenge and potentially who to challenge. Do they challenge early to maximise their potential rewards, or do they leave it to the last match?

In either case, unless the PCs challenge in the first match, this format will require simulating the results of matches that involve only NPCs. Make sure you have a stat block for at least one challenger NPC. Either simulate a match in full or simply assign approximate odds to each of the two NPCS involved and roll a d100 for the result.

## TOURNAMENT REWARDS

The prizes for victory in tournament matches may come from a variety of sources and depend on the rules of the event.

### A Grand Prize

The sponsor of the event may offer a grand prize for victor/ champion(s) and possibly smaller prizes for the runners up in knock-out tournaments. Grand prizes most commonly take the form of significant sums of gold, of magnitude dependant on the prestige of the event. But a grand prize could also consist of something more exotic in nature.

### Participant Funded Prize Pot

The entrants to a tournament may be required to pay entry fees that fund a prize pot. This functions instead of, or in addition to, a grand prize given by the sponsor.

### Ransoms

A common practice in tournaments is for losers to forfeit their horse and armour to those that defeat them.

However, a common condition is that those who have lost have the right to buy back their equipment at a fair price.

The ransom system of rewards is particularly well suited to the Champion vs. Challengers tournament format. Even if a Champion is unhorsed in the final match, they are rewarded for each and every opponent that they defeated.

## SIMPLE RULES FOR A JOUST

When playing out a tilt, rolls are made for three distinct phases.

### PHASE I: HORSE CONTROL

As you charge down the lists you must make sure your mount does not shy away from the enemy.

Make a DC 15 Wisdom (Animal Handling) Wisdom check. On failure, you have disadvantage in Phase II.

If you are riding a Warhorse, you succeed automatically and can skip this phase.

### PHASE II: COUGH YOUR LANCE

You bring your lance down from vertical to horizontal, aiming at your opponent.

Roll to make a melee attack with your lance against the AC of your opponent.

You make only a single attack, regardless of how many attacks you might normally be able to make using the attack action.

Your attack lands simultaneously with that of your opponent; there is no need to determine initiative.

**Critical Hits.** No damage is dealt by these attacks, so the normal rules for Critical Hits do not apply. Instead, the effect of a Critical Hit is that it imposes disadvantage on your opponent during Phase III.



### PHASE III: BRACE

If you hit your opponent, they must make a Strength (Animal Handling) check to avoid being unhorsed. The DC of this check is determined by the accuracy and force of your strike.

Brace DC = 8 + *'the quantity by which your attack exceeded your opponent's AC'*

### ADVANTAGE AND DISADVANTAGE

By the rules as written, advantage and disadvantage are non-stackable. A single instance of disadvantage neutralises any number of sources of advantage and vice versa.

However, the rules for jousting in this homebrew are better suited to allowing advantage and disadvantage to be stacked so that 'double disadvantage' or 'triple advantage' are possible. If you gain advantage (or disadvantage) from multiple sources roll an additional d20 for each one. If you gain a combination of advantage and disadvantage, then each disadvantage cancels out a single instance of advantage and vice versa.

### FOUL PLAY

If a war lance is disguised, magically or otherwise, to appear as a tourney lance, an attack that connects in Phase II, forgoes Phase III and does damage instead, with potentially fatal consequences for the unsuspecting victim...

## USING FEATURES AND ABILITIES

Many features and abilities can be applied to improve a character's likelihood of victory in a jousting match.

In addition to features that are applicable by the rules as written, we include a list of features that gain modifications or additions for application in the context of a jousting match.

These list of features are intended not only to help players in identifying which of their abilities might be relevant but also to help DMs in creating unique NPCs.

Only features included in the Player Handbook are referenced; DMs may need to consider sensible rulings with regard to features from the expansions. Details for the features referenced here are explicitly omitted due to copyright considerations. Please refer to the player handbook.

### FEATURES THAT CAN BE APPLIED RAW

- **Rage** can be entered at the start of a tilt and lasts for the duration of all three phases, although it only has an effect in Phase III. Rage expires between tilts due to the time elapsed. (Level 2 Barbarian.)
- **Reckless Attack** can be used in Phase II. (Level 2 Barbarian.)
- **Improved Critical** is applicable in Phase II. (Level 3 Champion.)

- **Superior Critical** is applicable in Phase II. (Level 15 Champion.)
- **Remarkable Athlete** is applicable in Phase III. (Level 7 Champion.)
- **Defense** fighting style is applicable in Phase II. (Level 1 Fighter, Level 2 Paladin or Ranger. Level 10 Champion has 2 styles.)
- **Precision Attack** can be used in Phase II. (Maneuver from Battlemaster subclass, or Martial Adept feat.)
- **Know Your Enemy** can be used prior to taking to the lists. (Level 7 Battlemaster.)
- **Expertise** in Animal Handling is applicable in Phases I and III. (Level 1 Rogue or level 3 Bard.)
- **Jack of All Trades** may be applicable in Phases I and III. (Level 2 Bard.)
- **Peerless Skill** may be utilized in Phases I and III. (Level 14 Bard.)
- **Bardic Inspiration** can be given by an allied bard and used in any of the phases of a joust.
- **Inspiration** can be used as normal.
- **Lucky** can be utilized in all phases. (Feat.)

### FEATURES WITH MODIFICATION OR EXTENSION FOR USE IN A JOUSTING MATCH

- **Brutal Critical.** For each tier, your opponent gains an extra count of disadvantage in Phase III. (Level 9/13/17 Barbarian.)
- **Dueling** fighting style. When jousting add +1 to your attack in Phase II. (Level 1 Fighter, Level 2 Paladin or Ranger. Level 10 Champion has 2 styles)
- **Stunning Strike** can be used in Phase II. Rather than imposing the stunned condition on your opponent, they gain disadvantage in Phase III. (Level 5 Monk.)
- **Mounted Combatant.** When jousting you have advantage on both the attack made in Phase II and the also on the ability check made in Phase III. (Feat.)
- **Charger.** When jousting, your opponent has disadvantage on the Brace check in Phase III. (Feat.)
- **Observant.** If using the optional Jousting Stances rule, while jousting you have advantage on the Insight (Wisdom) check required to read your opponents tactic.
- **Sneak Attack.** Only applicable in the event of foul play. Where a character has the Sneak Attack feature, provided they are proficient with the lance, they may add double their normal Sneak Attack damage.
- **Assassinate/ Death Strike.** Only applicable in the event of foul play; the victim is considered to be surprised. (Level 3 Assassin/ Level 17 Assassin.)



- **Danger Sense/ Alert.** A would be victim of Foul Play that has either of these features may gain awareness of the danger, if they successfully read their opponent (see below). They may choose their stance accordingly and also add their Dexterity modifier to their AC for the purpose of avoiding the coming attack. If the attack does hit anyway, they are not surprised. (Level 2 Barbarian/ Feat.)

## FAVOURITE OF THE CROWD

This is a new jousting specific feature that is only available to NPCs.

At the start of each jousting match the cheers of the crowd inspire their favourite, granting the rider with an inspiration die equivalent to that which would be granted by Bardic Inspiration from a Bard with the same level as the jouster. This is not stackable with Bardic Inspiration.

There are two possible backgrounds that enable this feature:

**Entertainer** background. Some knights make their living almost exclusively from tournaments rather than service to a leige lord. These 'tourney knights' joust with a flair that delights the crowd. These knights are proficient in the Animal Handling skill rather than the Acrobatics skill usually granted by the Entertainer background.

**Noble** background. This may be the most common background amongst the knights found at a typical tournament but does not grant the Crowd's Favourite feature by default. Where a lord is hosting a tournament, the crowd comprises mostly of their subjects, granting a home field advantage. Members of the hosting family get the Crowd's Favourite feature. Visiting royalty may also be granted this feature, provided that public sentiment is in their favour.

## RESTS AND FEATURE REPLENISHMENT

Many features have limited uses that are refreshed by taking a long or short rest. DMs must decide how frequently participants in a tournament might be able to rest between matches. Decide whether the tournament takes place over one day or several, and how frequently short rests are permitted. At the end of every third match may be a reasonable.

## EXTENDED (OPTIONAL) RULES

Any one, subset, or all, of these additional rules may be incorporated to add to the versatility of jousting contest.

### ADDED MOMENTUM

The charge of an armored horse carries greater momentum. Consequently, a successful hit on the opponent imparts a greater force, making it more challenging for them to keep their seat.

In phase III, the Brace DC for your opponent's check to remain seated is increased by a *Barding modifier* that depends upon the barding type of your mount.

## Barding Modifier

Barding Type	Barding Modifier
Leather, Studded Leather, Hide	+1
Scale Mail, Half Plate, Ring Mail	+2
Chain Mail, Splint	+3
Full Plate	+4

## JOUSTING STANCES

During Phase II, the combatants may adopt one of the following stances, provided that they are using a saddle. The RAW ruling that a military saddle provides advantage on any check to remain mounted by default is disregarded.

- **Neutral:** No Effect. If not using a saddle, this is the only option.
- **Aggressive:** Apply a (further) addition of your proficiency bonus to your attack roll. -5 to your AC.
- **Defensive:** Add your proficiency bonus to your AC. -5 to your attack roll.
- **Braced:** -5 to your attack roll. Gain advantage on your Brace check, if required to make one. Requires a Military Saddle.
- **High in Saddle:** Apply a (further) addition of your proficiency bonus to your attack roll. Gain disadvantage on your Brace check, if required to make one.

## Reading an Opponent

When a PC rides a tilt against an NPC, they may attempt to make a read of their opponents intentions. First the DM must decide on the NPC's stance for that tilt, and then allow the player to make a Wisdom (Insight) check contested by the opponent's Wisdom (Animal Handling) check.

If the player wins the contest, they learn whichever stance the opponent has chosen, and can then choose their own maneuver based on this information.

Of course, where this rule is in play, the DM may reverse this, such that an NPC attempts to read a PCs actions.

Where a character has used the Know Your Enemy Battlemaster feature on their opponent, prior to entering the lists, they gain advantage on the Insight check when attempting to make a read.

Once used, this feature cannot be used again within the same match, in the event that further tilts take place.

## A STORM OF SPLINTERS

This rule is intended to add some realistic consequences to riding without proper facial protection, given that tournament lances are designed to shatter on impact.

## Riding with No Facial Protection

Your vision is unrestricted as you charge; apply a (further) addition of your proficiency bonus to your attack roll. But if you are hit, roll a d100.



d100	Consequences
1-2	A splinter pierces your eye and penetrates your brain, killing you instantly.
3-5	You lose both eyes, but survive.
6-15	You lose your left eye only.
16-25	You lose your right eye only.
26-40	You gain a Horrible Scar.
41-80	You gain a Minor Scar.
81-100	None

### Riding with a Helmet

If you are wearing full plate, this includes a visored helmet. Recommended jousting practice is to look up at the instant before making contact, in order to protect your eyes with your visor.

However, you may choose to keep your eyes fixed on your target for greater accuracy, at your own risk. You gain the following Jousting Stance:

- **Eyes Fixed:** Apply a (further) addition of your proficiency bonus to your attack roll. But if you are hit, roll a d100.

d100	Consequences
1	A splinter pierces your eye and penetrates your brain, killing you instantly.
2-3	You lose your left eye.
4-5	You lose your right eye.
6-10	You gain a Horrible Scar.
11-25	You gain a Minor Scar.
26-100	None

### A Helmet for Jousting

Perhaps you want some facial protection for jousting but do not wish to buy a full suit of plate armour. You can purchase a visored plate helmet for 150 GP. This provides no bonus to your AC on its own and only serves to provide protection from splinters while jousting. If you do go on to purchase a suit of full plate at a later time, you can discount the cost of the helmet.

## EXAMPLE NPC PROFILES

In this section a handful of example NPC jousting archetypes are included. These aim to provide some initial ready-made NPC combatants and provide inspiration for further creations by DMs.

When designing an NPC that might be found on the tourney field, it is important to consider the character as whole. Just because a character is a participant in a jousting tournament does not necessarily mean that they will be fully optimized for jousting! They may be expected to have other features and abilities that are not applicable in a tournament setting.



The examples we give here present three generic knights of increasing level. The equipment owned by each of these characters is determined by considering the average 'wealth' of an equivalent player character expected at any given level (as can be found [here](#)).

These generic knights are followed by a selection of more flavoured characters with the same level as the veteran knight. It will be evident that these will not all present the same level of challenge in a jousting match; a knight's formidability in a joust is dependant on much more than just their total level. The examples here are for level 10 NPCs, but the archetypes should be readily adjustable to higher or lower levels.

## AN INEXPERIENCED KNIGHT

This knight is relatively unknown and has not yet earned considerable wealth, limiting the quality of the equipment that they have acquired.

### Level 4 Fighter (Champion), Human

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	9 (-1)	13 (+1)	11 (+0)

### Features Relevant to Jousting

**Mount & Equipment** Riding Horse, Riding Saddle, Helmet

**Armor Class** 18 (Chain Mail, Shield)

**Proficiency Bonus** +2

**Improved Critical**

**Dueling** fighting style.

**Skill Proficiencies** Animal Handling.

### Features Irrelevant to Jousting

**Hit Points** 34(4d10 + 12)

**Speed** 30ft/ 60 ft. mounted

**Skill Proficiencies** Athletics, History, Persuasion.

**Weapon** Morningstar.



## A KNIGHT OF MODERATE RENOWN

This knight has greater experience and higher quality gear.

### Level 7 Fighter (Battlemaster), Human

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	9 (-1)	13(+1)	11 (+0)

#### Features Relevant to Jousting

**Mount & Equipment** Warhorse, Military Saddle

**Armor Class** 20 (Plate, Shield)

**Barding Modifier** +3 (Chain Mail)

**Proficiency Bonus** +3

**Dueling** fighting style.

**Precision Attack** maneuver. Superiority dice are 5d8.

**Know Your Enemy**

**Skill Proficiencies** Animal Handling, Insight.

#### Features Irrelevant to Jousting

**Hit Points** 53 (7d10 + 14)

**Speed** 30ft/ 60 ft. mounted

**Skill Proficiencies** History, Persuasion.

**Maneuvers** Four other maneuvers known.

**Feats** Sentinel.

**Weapon** Lance, Longsword.

## A VETERAN KNIGHT

This knight is wealthy enough to have acquired full plate barding for his steed and has both formidable defensive and offensive capabilities.

### Level 10 Fighter (Champion), Human

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	9 (-1)	11(+0)	14 (+2)

#### Features Relevant to Jousting

**Mount & Equipment** Warhorse, Military Saddle

**Armor Class** 21 (Plate, Shield, Defense)

**Barding Modifier** +4 (Plate)

**Proficiency Bonus** +4

**Dueling** fighting style.

**Defense** fighting style. See Armour Class.

**Improved Critical**

**Skill Proficiencies** Animal Handling.

#### Features Irrelevant to Jousting

**Hit Points** 75 (10d10 + 20)

**Speed** 30ft/ 60 ft. mounted

**Skill Proficiencies** Athletics, History, Persuasion.

**Feats** Shield Master, Savage Attacker.

**Weapons** Lance, Warhammer.

## THE TOURNEY KNIGHT

This knight seeks out tournaments and competes for a living. Their skillset is optimized for jousting and they know how to please the crowds.

### Level 10 Fighter (Battlemaster), Human

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	14 (+2)	8 (-1)	14(+2)	10 (+0)

#### Features Relevant to Jousting

**Mount & Equipment** Warhorse, Military Saddle

**Armor Class** 21 (Plate, Shield, Defense)

**Barding Modifier** +4 (Plate)

**Proficiency Bonus** +4

**Defense** fighting style. See Armour Class.

**Precision Attack** maneuver. Superiority dice are 5d10.

**Know Your Enemy**

**Favourite of the Crowd**

**Skill Proficiencies** Animal Handling, Insight.

**Feats** Mounted Combatant, Charger.

#### Features Irrelevant to Jousting

**Hit Points** 75 (10d10 + 20)

**Speed** 30ft/ 60 ft. mounted

**Skill Proficiencies** Athletics, Perception, Performance.

**Maneuvers** Six other maneuvers known.

**Weapons** Lance, Battleaxe.







## THE PRINCE

They say his skill with a sword or lance is near matched by his skill with a lyre. This young prince is both a warrior and a poet, beloved by his people, and a natural leader.

Level 7 Fighter (Battlemaster)/ Level 3 Bard (College of Valor), Human

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	8 (-1)	16 (+3)

### Features Relevant to Jousting

**Mount & Equipment** Warhorse, Military Saddle  
**Armor Class** 20 (Plate, Shield)  
**Barding Modifier** +4 (Plate)  
**Proficiency Bonus** +4  
**Dueling** fighting style.  
**Precision Attack** maneuver. Superiority dice are 6d8.  
**Know Your Enemy**  
**Favourite of the Crowd**  
**Skill Expertise** Animal Handling.  
**Feats** Martial Adept. (See Precision Attack)

### Features Irrelevant to Jousting

**Hit Points** 72(7d10 + 3d8 + 20)  
**Speed** 30ft/ 60 ft. mounted  
**Skill Expertise** Performance.  
**Skill Proficiencies** Athletics, Insight, History, Persuasion.  
**Spells** as taken from the Bard spell list.  
**Maneuvers** Six other maneuvers known.  
**Combat Inspiration**  
**Feats** Inspiring Leader.  
**Instruments** Lyre  
**Weapons** Longsword.

## THE GIANT

This enormous knight is feared for their reputation on the battlefield. Some say that they lack sufficient finesse for jousting ... but never within their earshot.

Level 10 Fighter (Champion), Human

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	15 (+2)	8 (-1)	10(+0)	12 (+1)

### Features Relevant to Jousting

**Mount & Equipment** Warhorse, Military Saddle  
**Armor Class** 21 (Plate, Shield, Defense)  
**Barding Modifier** +4 (Plate)  
**Proficiency Bonus** +4  
**Defense** fighting style. See Armour Class.  
**Improved Critical**  
**Remarkable Athlete** Animal Handling.

### Features Irrelevant to Jousting

**Hit Points** 95(10d10 + 20 + 20)  
**Speed** 30ft/ 60 ft. mounted  
**Skill Proficiencies** Athletics, Intimidation, History, Persuasion, Survival.  
**Great Weapon Fighting** fighting style.  
**Feats** Tough, Great Weapon Master.  
**Weapon** Greatsword.

## THE MAD LANCER

Exhibiting a complete disregard for their own safety this fearsome warrior prioritises offence at the cost of defense. In fact they only wear armour for jousting because the event organisers require it!

Level 10 Barbarian (Path of the Berserker), Human

STR	DEX	CON	INT	WIS	CHA
18 (+3)	14 (+2)	17 (+3)	9 (-1)	13(+1)	11 (+0)

### Features Relevant to Jousting

**Mount & Equipment** Warhorse, Military Saddle, NO HELMET.  
**Armor Class** 17 (Scale Mail, shield)  
**Barding Modifier** +2 (Scale Mail)  
**Proficiency Bonus** +4  
**Barbarian Features** Rage, Reckless Attack (this character always uses this feature), Brutal Critical  
**Jousting Stances** Only uses the Aggressive or High in Saddle stances.

### Features Irrelevant to Jousting

**Hit Points** 95(10d12 + 30)  
**Speed** 30ft/ 60 ft. mounted  
**Skill Proficiencies** Athletics, Intimidation, Perception, Survival.  
**Barbarian Features** All other class and subclass features.  
**Weapons** Lance, Greataxe, Two Handaxes.



## THE SELLSWORD

While formidable in a straight out fight, this unscrupulous character would just as soon stab their enemies in the back.

They would be unlikely to enter a tournament ... unless someone was paying them well to do so. This character could be contracted to stage a jousting "accident"...

**Level 3 Fighter (Battlemaster) / Level 7 Rogue (Assassin) , Human**

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	8 (-1)	10(+0)	14 (+2)

### Features Relevant to Jousting

**Mount & Equipment** Warhorse, Military Saddle

**Armor Class** 20 (Half-Plate, Shield, MAM)

**Barding Modifier** +4 (Plate)

**Proficiency Bonus** +4

**Dueling** fighting style.

**Precision Attack** maneuver. Superiority dice are 4d8.

**Sneak Attack**

**Assassinate**

**Skill Expertise** Animal Handling.

**Feats** Medium Armour Master.

### Features Irrelevant to Jousting

**Hit Points** 58(3d10 + 7d8 + 10)

**Speed** 30ft/ 60 ft. mounted

**Skill Expertise** Intimidation, Athletics, Deception.

**Skill Proficiencies** Perception.

**Maneuvers** Two other maneuvers known.

**Rogue Features** All other class and subclass features.

**Weapons** Longsword, Dagger, Heavy Crossbow.

## ACKNOWLEDGMENTS

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